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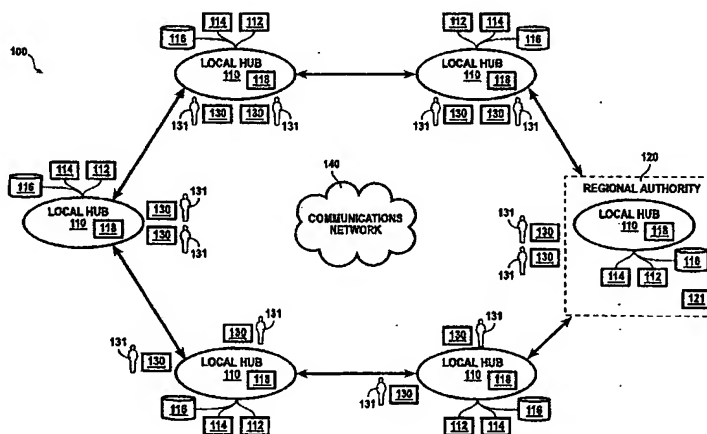
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(54) Title: MANAGING INFORMATION IN A MULTI-HUB SYSTEM FOR COLLABORATIVE PLANNING AND SUPPLY CHAIN MANAGEMENT



(57) Abstract: A method and system for managing information in a multi-hub system for supply chain management and collaborative planning. A technique is presented from managing communications in a multi-hub model. First, consistency of data throughout the system is maintained by limiting which entities in the supply chain have the authority to write to the data. Various techniques for determining which entity has such authority are presented. Second, the relative complexity of transactions is determined by identifying how much computer processing is required. Transactions that require little processing are handled by lightweight servers (114); transactions that required moderate to extensive processing are sent to heavyweight servers (112). The end user (131) receives information about the transaction more rapidly because the transactions are processed more efficiently.



For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

MANAGING INFORMATION IN A MULTI-HUB SYSTEM FOR COLLABORATIVE PLANNING AND SUPPLY CHAIN MANAGEMENT

Background of the Invention

5

1. *Field of the Invention*

This invention relates to managing information in a system of collaborative planning.

10

2. *Related Art*

Storing accurate information and responding rapidly to user requests for that information poses many problems in systems for supply chain management. These problems are compounded when (1) the entities in a supply chain are relatively far from the data, and (2) the data is stored in multiple places.

15

A first problem with information systems used in supply chain management is that inconsistencies in the data arise when multiple parties in a supply chain have write access to a database or when a master database is synchronized from smaller databases that are local to a customer. Under these circumstances, it is not possible for a party to receive accurate information about a transaction when at any one time the data about the transaction can be altered by one or more other parties.

20

A second problem involves the usability of the supply chain management system. Usability problems arise when data is stored large distances (measured in terms of network distance or geographic distance) from the parties who use the data. Even with high-speed networks, excessively long download and upload times create difficulties in receiving and sending information or successfully completing a transaction. One solution to usability problems involves distributing the information to locations that are closer to the user. However, this solution remains imperfect when the distributed information must be synchronized with one or more other databases associated with the supply chain management system or when the delay is attributable to processing the information.

30

Lastly, problems arise when one or more of the servers or databases in a distributed system for supply chain management becomes unavailable. Under these circumstances, problems arise because a user cannot access the most recent version of data that is stored at the local database.

5

Summary of the Invention

The invention provides a method and system for managing information in a multi-hub system for supply chain management and collaborative planning. A buyer, seller, negotiator, supplier or other entity (collectively known as trading partners) in a supply chain conducts business using one or more of the local electronic hubs that are remotely coupled to each other. Each local hub includes one or more servers, databases and computer applications that are disposed for receiving and sending messages, for caching data, and modifying information. Although these local hubs can be distributed throughout the world, they share a common set of distributed data. The consistency of this data is safeguarded by controlling who has the authority to write to a portion of that data. A set of regional authorities are distributed among the local hubs such that each regional authority protects different portions of the distributed data associated with the local hubs by controlling who may write to the portion of the data that is under the control of the regional authority.

Regional authorities control access to data by identifying a local hub that owns that data. In this context, ownership of the data means that the owner has write access to the data. The authority to assign write access to the data rests with the regional authority. Regional authorities partition the set of all data maintained by the supply chain management system such that a regional authority has authority over a distinct subset of that data. Regional authorities coordinate with each other so that each particular regional authority can obtain instructions for data not belonging to that particular regional authority.

The number and location of regional authorities is established either (1) by the regional authorities themselves, in peer-to-peer cooperation, or (2) by a central authority in the supply chain system. In one embodiment, the number and location of regional authorities is intended to be optimized for both elements of local control (for example,

distributed computing capability, failover capability, and lower communication latency) and for elements of clear cooperation (for example, ease of identifying the appropriate regional authority, and simplicity of synchronization). Different factors can influence which local hub has regional authority over a particular portion of the data. These factors include:

5

- Physical region (for example, the regional authority for all of the local hubs in the eastern United States might be located in Boston);
- Class of goods (for example, there may be a regional authority for disk drives, another regional authority for memory chips, and so on);
- 10 • Subnet locations (for example, a set of subnet locations may be assigned to a particular regional authority);
- Proximity (as measured by geography or network location) to a particularly valuable client); and
- Network location as measured by ping time (this is particularly useful, when
15 trying to offer optimal download time to a valued client).

In another aspect of the invention, messages that require processing are separated from messages that do not requiring processing. Messages that require processing are sent to a server (called a heavyweight server) where processing takes place. Messages
20 that do not require processing are sent to a different server (called a lightweight server). By segregating traffic according to whether processing is required, clients that have simple requests can obtain the information they need quickly because the request is not slowed down while more complex requests are completed first. Some transactions can be separated into tasks that do not involve processing and tasks that do involve processing. Such
25 transactions can be performed using both heavyweight servers and lightweight servers. For example, if a supplier wishes to tell a buyer that a shipment will not be made as scheduled, the transfer of messages from the supplier to the buyer to that effect requires little processing and can be sent using a lightweight server. However, other aspects (such as updating a bill so that the buyer is not changed for the shipment, finding a new supplier, or identifying
30 substitute goods or other actions) require further processing; these aspects of the transaction are handled using a heavyweight server.

Although the invention has general applicability to electronic commerce among multiple collaborators, buyers, suppliers, or designers in a supply chain or collaborative planning environments, it can be used in any transaction involving multiple parties. Moreover, techniques used by a preferred embodiment of the invention are also
5 generally applicable to fields other than the specific applications disclosed herein.

Brief Description of the Drawings

10 Figure 1 shows a block diagram of a high level view of a system of collaborative planning and supply chain management including a plurality of local hubs.

Figure 2 shows a series of messaging patterns for lightweight and heavyweight transactions in a system for collaborative planning and supply chain
15 management.

Figure 3 shows a method of synchronizing information in a system of collaborative planning and supply chain management that includes a plurality of local hubs.

20 Figure 4 shows a method of using lightweight and heavyweight servers in a system for collaborative planning and supply change management.

Detailed Description of the Preferred Embodiment

25 In the description herein, a preferred embodiment of the invention is described, including preferred process steps and data structures. Those skilled in the art would realize, after perusal of this application, that embodiments of the invention might be implemented using a variety of other techniques not specifically described, without undue
30 experimentation or further invention, and that such other techniques would be within the scope of the invention.

Related Applications

Inventions described herein can be used in conjunction with inventions described in the following applications:

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- Application No. PCT/US02/09934 filed in the name of E2OPEN LLC on 29 March 2002 and published on 10 October 2002 with the International Publication No. of WO 02/080042 and the title of "Private Collaborative Planning in a Many-to-Many Hub"

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- Application No. PCT/US02/30487 filed in the name of E2OPEN LLC on 26 September 2002 and published on 10 April 2003 with the International Publication No. of WO 03/030063 and the title of "Method for Business to Business Collaborative Viral Adoption"

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- Application No. PCT/US02/30678 filed in the name of E2OPEN LLC on 26 September 2002 and published on 10 April 2003 with the International Publication No. of WO 03/030065 and the title of "Securing Information in a Design Collaboration and Trading Partner Environment"

20

Lexicon

The following terms relate or refer to aspects of the invention or its embodiments. The general meaning of each of these terms is intended to be illustrative and in no way limiting.

25

- **Local hub** – as used herein, the term "local hub" refers to a system for electronic supply chain management and collaborative design, including one or more web servers that is situated in a location that is substantially proximate to a large number of trading partners. For example, a local hub may serve trading partners in a particular country (such as a local hub in Japan) or to serve partners in a particular business (such as a local hub situated in Armonk, New York that serves IBM).

30

- **Regional authority** – as used herein, the term “regional authority” refers to a local hub which has the authority to determine who may write to a database in a system for supply chain management or collaborative design.
- 5 • **Heavyweight server** – as used herein, the term “heavyweight server” refers to one or more servers at a local hub that are dedicated to responding to requests that require moderate or extensive processing.
- 10 • **Lightweight server** – as used herein, the term “lightweight server” refers to one or more servers at a local hub that are dedicated to responding to requests that require little or no processing.
- 15 • **Ownership of the data** – as used herein, the term “ownership of the data” refers to who has write access, who has authority to assign write access or who has a privacy interest in a particular portion of a database associated with an electronic system of supply chain management or collaborative design.
- 20 • **Trading partner** – as used herein, the term “trading partner” refers to a buyer, seller, supplier, negotiator, or other party engaged in supply chain management or collaborative design.

System Elements

Figure 1 shows a block diagram of a system of supply chain management or collaborative planning including a plurality of hubs.

25 A system 100 includes a plurality of local hubs 110, at least one client device 130 under the control of a trading partner 131, and a communication network 140. These local hubs 110 are geographically distributed in various locations throughout the world where trading partners 131 are likely to be located. For example, the system 100 may
30 include a first local hub 110 in Tokyo, a second local hub 110 in Bangalore, and a third local hub 110 in London. Each local hub 110 can be coupled with other local hubs 110 so as to share information concerning supply chain management or collaborative design. At least one of the local hubs 110 is designated as a regional authority 120.

Each local hub 110 in the plurality of local hubs 110 includes one or more heavyweight servers 112, one or more lightweight servers 114, a database 116 and a software module 118. In some embodiments, the local hub 110 may include either a heavyweight server 112 or a lightweight server 114 instead of both.

5

The heavyweight servers 112 include sufficient software to satisfy relatively complex requests from trading partners 131 and to process transactions between these trading partners 131. Examples of such transactions includes purchases and sales, modifications of existing inventory, commitments and other transactions that require information to be written to the database 116 or require a moderate amount of processing. In the event that the heavyweight server 112 identifies a request that is substantially less complex, it forwards the request to the lightweight server 114. In this way, the heavyweight server 112 is reserved for more complex processing tasks.

15

A lightweight server 114 includes sufficient software to satisfy requests from trading partners 131 that do not require much processing. Examples of such requests include requests to see what products or inventory are available, requests for confirmation of transactions that have already taken place, messages between trading partners as to the status of transaction and other requests for information that can be easily satisfied. In general, these transactions do not require writing to the database 116 or significant amounts of processing power. In the event that the lightweight server 114 identifies a request that is substantially more complex, the lightweight server 114 forwards the request to the heavyweight server 112. Since the lightweight server 114 does not provide complex processing, requests can be responded to quickly in real time or very close to real time.

25

In some embodiments, a local hub 110 includes either one or more lightweight servers 114 or one or more heavyweight servers 112. For example, lightweight servers 114 may be provided to some geographic locations and heavyweight servers 112 may be provided to other locations. Such embodiments decrease the latency for simple transactions and centralize the processing for more complex transactions.

30

The database 116 in each local hub 110 includes the same or substantially similar information. Each database 116 is periodically updated with respect to the other

databases 116 in a process known as synchronization. Each portion of each database 116 has an identifiable owner. The owner of a particular portion of a database 116 is usually a trading partner 131 at the local hub 110 who also has right to modify the data in that portion. For example, a disk drive supplier who stores information about available inventory in the database 116 is the owner of that information. Generally, parties who may exercise ownership rights are buyers and sellers. However, in other embodiments, ownership of data is determined in response to (1) who has a right to the goods or money described by the information in the database 116, (2) who has a privacy right with respect to the information, and (3) other parameters relating to a party's relationship to the information.

10

The software module 118 distinguishes between requests from trading partners 131 that require moderate to extensive processing and those requests that require little to no processing. Requests that require moderate to extensive processing are directed to the heavyweight server 112. Requests that require little to no processing are directed to the lightweight server 114. In some embodiments, the software module 118 is implemented as an interface coupling the heavyweight servers 112 and the lightweight servers 114. In other embodiments, the software module may reside on the client side.

15

In a preferred embodiment, control of the data in a local hub 110 is vested in a regional authority 120. The regional authority 120 has control of the data owned by the entities in a particular region of the world. The regional authority 120 preferably includes a local hub 110, but in other embodiments, may include a specialized device that is distinct in function from a local hub 110. Possession of a logical token 121 indicates what device (that is, which local hub 110) is the regional authority 120 at that time.

20

The regional authority 120 maintains data consistency by controlling who may write to the data in at least one database 116 (or portion of a database 116), and by controlling who may perform any other activity that changes the state of the information in the database 116. Since the regional authority 120 does not allow multiple parties to write to the same information at the same time, the information among all the local hubs 110 is consistent.

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30

A local hub 110 is designated as a regional authority 120 in response to a number of different factors, including

- Physical region (for example, the regional authority for all of the local hubs in the eastern United States might be located in Boston);
- Class of goods (for example, there may be a regional authority for disk drives, another regional authority for memory chips, and so on);
- Subnet locations (for example, a set of subnet locations may be assigned to a particular regional authority);
- Proximity (as measured by geography or network location) to a particularly valuable client); and
- Network location as measured by ping time (this is particularly useful, when trying to offer optimal download time to a valued client).

In one embodiment, the number and location of regional authorities is intended to be optimized for both elements of local control (for example, distributed computing capability, failover capability, and lower communication latency) and for elements of clear cooperation (for example, ease of identifying the appropriate regional authority, and simplicity of synchronization). In such embodiments, a regional authority 120 can transfer it's authority to another local hub 110 (for example, if business conditions change) by transferring the logical token 121. This token 121 is exchanged between an outgoing regional authority 120 and an incoming regional authority 120. This token 121 may include a set of computer program code, a set of access privileges, or other similar indicator of authority.

The plurality of local hubs 110 can also implement a failover configuration among the local hubs 110. For example, if a local hub 110 in Los Angeles fails because of a local disaster (or due to overuse, or any other reason), trading partners 131 can be transparently redirected to a different local hub 110 in San Francisco. Redirection might be performed by a software element in a client device 130 under the control of a trading partner 131, by a software element in a redirecting router associated with the local hub 110, or otherwise. Thus, there is no break in service or loss of data, due to synchronization to reflect activity at the local hubs 110.

The client devices 130 may include a personal computer, a laptop, a hand-held computer (such as a personal digital assistant), a set of multiple computing devices operating in concert or cooperation, a portion of a computing device used for a particular function (such as a software package used on a server), or some combination or mixture thereof, or any other device fitting within the general Turing paradigm. The trading partners 131 include one or more of the following: buyers, sellers, collaborators, entities in a supply chain, senders of information, recipients of information and other users of a system 100. In one embodiment, the trading partners 131 include companies involved in electronics and computers.

The client devices 130 may access the local hubs 110 through (1) an element included in a browser on the client side, (2) a computer program stored on the client side that requires processing to be performed at the local hub 110 (for example, a thin client) or a enterprise link where dedicated bandwidth is provided between the client device 130 and the local hub 110.

The communication network 140 is disposed for communicating data between (1) client devices 130 and the local hubs 110, and (2) between the different local hubs 110. In a preferred embodiment, the communication network 140 includes a packet switched network such as the Internet, as well as (in conjunction with or instead of) an intranet, an enterprise network, an extranet, a virtual private network, a virtual switched network, or in one preferred embodiment in conjunction with a set of dedicated communication links. In alternative embodiments, the communication network 140 may include any other set of communication links that couple the local hubs 110 with each other and with client devices 130. In some embodiments, dedicated bandwidth can be used to couple the local hubs with each other. In other embodiments, dedicated bandwidth can be used to couple client device 130 under the control of a valued trading partner 131 with the local hub 110. In this way, different classes of service can be provided to different trading partners 131.

Figure 2 shows a series of messaging patterns for lightweight and heavyweight transactions in a system for collaborative planning and supply chain management.

Figure 2A shows a messaging pattern for a transaction involving a lightweight server 114. Although the transaction described herein involves a message from a supplier to a buyer that a scheduled shipment will not arrive, this messaging pattern is applicable for any transaction or part of a transaction that does not involve moderate or extensive processing at the local hub 110.

In data flow 201, a message is sent from a first trading partner 131 (in this example, a supplier) to the lightweight server 114 indicating that a scheduled shipment will not arrive.

In a data flow 202, the message regarding the shipment is sent from the lightweight server 114 to the second trading partner 131 (in this case a buyer). In those embodiments in which software module 118 resides on the client side, the acknowledgment may be sent directly from the first trading partner 131 to the second trading partner 131.

In a data flow 203, the second trading partner 131 receives and processes the information. For example, the second trading partner 131 may notify the receiving department that the shipment will not arrive.

In a data flow 204, the second trading partner 131 sends a message to the lightweight server 114. In this example, this may include an acknowledgment that the message was received.

In a data flow 205, the lightweight server 114 relays the acknowledgment from the second trading partner 131 to the first trading partner 131. In those embodiments in which software module 118 resides on the client side, the acknowledgment may be sent directly from the second trading partner 131 to the first trading partner 131.

In a data flow 206, the first trading partner 131 processes the acknowledgment.

Figure 2B shows a messaging pattern for a transaction involving a heavyweight server 112. Although the transaction described herein involves a message from

a supplier to a buyer that a scheduled shipment will not arrive, this messaging pattern is applicable for any transaction, or part of a transaction that involves moderate or extensive processing at the local hub 110.

5 In a data flow 207, a first trading partner 131 (in this example, a supplier) sends a message to the local hub 110 that a shipment to a second trading partner 131 (in this example, a buyer) will not be available as scheduled.

10 In a data flow 208, heavyweight server 112 at the local hub 110 receives the message and processes it. This processing may include:

- Identifying substitute suppliers;
- Identifying substitute goods;
- Identifying a list of negotiating partners;
- 15 • Other steps such as may be necessary to mitigate damages due to the missing shipment

20 In a data flow 209, the heavyweight server 112 relays a message concerning the results of this processing to the second trading partner 131. These results might include:

- A list of substitute suppliers
- A list of substitute goods;
- Information about a negotiation for new goods;
- Other information relating to the cancelled shipment.

25 In a data flow 210, the second trading partner 131 receives this information and processes it. Processing the information may include deciding among the suppliers, substitute goods, determining if a negotiation is satisfactory, modifying production schedules to reflect the lack of anticipated goods and other actions to compensate for the lack of goods.

30 In a data flow 211, the second data partner 131 sends a result of this processing to the heavyweight server 112. The result of the processing might include a list

and tasks that should be performed by a heavyweight server 112. The software module 118 generates lists of these tasks and sends the list to the appropriate server. Tasks that require little or no processing are sent to the lightweight server 114. Tasks that require moderate or extensive processing are sent to the heavyweight server 112. In some embodiments, the
5 heavyweight server 112 and lightweight server 114 reside at the same local hub 110. In other embodiments, the heavyweight server 112 and lightweight server reside at different local hubs.

In a step 420, the lightweight server 114 receives the task list from the
10 software module 118 and redirects the message to the intended trading partner 131.

In a step 425, the heavyweight server 112 receives the task list from the software module 118 and processes it. This processing may involve storing information in database 116, calculating information to send to the intended trading partner 131, calculating
15 information to send to other prospective trading partners 131 or providing the first trading partner 131 with processed information or other activities that require computer processing. In one embodiment, steps 420 and 425 occur approximately simultaneously. However, since step 420 requires little or no processing, it is usually completed before step 425.

20 In a step 430, the heavyweight server 112 sends a result associated with the processing to the first trading partner 131 or a different trading partner 131.

Additional messages may be sent between the heavyweight server 112, the lightweight server 114, and one or more trading partners 131. Each additional message
25 involves performing step 415 so as to parse the message and determine whether tasks associated with the message should be sent, in whole or in part to the heavyweight server 112, the lightweight server 114 or both. Steps 420 through 430 are performed as appropriate until the transaction is complete.

30

Alternative Embodiments

Although preferred embodiments are disclosed herein, many variations are possible which remain within the concept and scope of the invention; these variations would
5 be clear to those skilled in the art after perusal of this application.

Claims

1. A system for electronic supply chain management and collaborative planning, including

5 a plurality of hubs, remotely coupled to each other;
a set of information stored in a database coupled to each said hub, wherein said set of information is owned by business entities relatively proximate to each said hub;
a computer program coupled to each said hub that distinguishes between simple tasks and complex tasks;

10 a server coupled to at least one of said hubs, wherein said server is dedicated to performing simple tasks; and

a server coupled to at least one of said hubs, wherein said server is dedicated to performing complex tasks.

15 2. A system as in claim 2, wherein at least one hub is designated as a regional authority with respect to synchronizing said set of information stored at other said hubs.

3. A system as in claim 2, wherein said set of information is
20 synchronized by restricting which hub in said plurality of hubs can perform a write operation to the set of information.

4. A system in claim 2, wherein said regional authority includes a token, wherein said token permits said regional authority to exercise control.

25 5. A system as in claim 2, wherein the designation of said regional authority is determined by at least one of the following: (1) subnet location, (2), class of goods, (3) proximity to a valued client and (4) network locations as measured by geography or network location.

30 6. A system as in claim 2, wherein the designation of said regional authority is responsive to which hub in said plurality of hubs is experiencing more business activity than other hubs in said plurality of hubs.

7. A system as in claim 6, wherein said business activity is measured by at least one of the following: (1) number of transactions, (2) number of units being trading, and (3) monetary value of transactions.

5 8. A system as in claim 1, wherein said information regards an electronic transaction performed by said hub or a business entity that conducts business using said hub.

9. A method for processing transactions at a hub, including steps of
receiving a message from a user
10 parsing said message and determining the relative complexity of tasks
associated with said message;
sending a moderate to high complexity tasks to a heavyweight server, wherein
said moderate to high complexity task is processed and sent to a user; and
sending one or more simple tasks to a lightweight server, wherein said simple
15 tasks are processed and sent to a user.

10. A method as in claim 9, including steps of receiving and processing a
set of information from said user regarding said moderate to complex tasks at said
heavyweight server.

20 11. A method as in claim 9, wherein said step of processing includes
performing a series of calculations and storing a result in a database.

25 12. A method as in claim 9, including steps of receiving and processing a
set of information from said user regarding said low complexity tasks at said lightweight
server.

30 13. A method as in claim 12, wherein said step of processing includes
storing a record of said information in a database.

14. A memory storing information including instructions, the instructions
executable by a processing, the instructions including
receiving a message from a user;

parsing said message and determining the relative complexity of tasks associated with said message;

sending a moderate to high complexity tasks to a heavyweight server, wherein said moderate to high complexity task is processed and sent to a user; and

5 sending a low complexity task to a light weight server, wherein said low complex tasks is processed and set to a user.

15 16. A memory as in claim 14, including instructions for receiving and processing a set of information from said user regarding said moderate to complex tasks at
10 said heavyweight server.

16. A memory as in claim 14 wherein said instruction for processing includes performing a series of calculations and storing a result in a database.

15 17. A memory as in claim 14, including instructions for receiving and processing a set of information from said user regarding said low complexity tasks at said light weight server.

20 18. A memory as in claim 17, wherein said instruction for processing includes storing a record of said information in a database.

7. A system as in claim 6, wherein said business activity is measured by at least one of the following: (1) number of transactions, (2) number of units being trading, and (3) monetary value of transactions.

5 8. A system as in claim 1, wherein said information regards an electronic transaction performed by said hub or a business entity that conducts business using said hub.

9. A method for processing transactions at a hub, including steps of
receiving a message from a user
10 parsing said message and determining the relative complexity of tasks
associated with said message;
sending a moderate to high complexity tasks to a heavyweight server, wherein
said moderate to high complexity task is processed and sent to a user; and
sending one or more simple tasks to a lightweight server, wherein said simple
15 tasks are processed and sent to a user.

10. A method as in claim 9, including steps of receiving and processing a
set of information from said user regarding said moderate to complex tasks at said
heavyweight server.

20 11. A method as in claim 9, wherein said step of processing includes
performing a series of calculations and storing a result in a database.

25 12. A method as in claim 9, including steps of receiving and processing a
set of information from said user regarding said low complexity tasks at said lightweight
server.

30 13. A method as in claim 12, wherein said step of processing includes
storing a record of said information in a database.

14. A memory storing information including instructions, the instructions
executable by a processing, the instructions including
receiving a message from a user;

parsing said message and determining the relative complexity of tasks associated with said message;

sending a moderate to high complexity tasks to a heavyweight server, wherein said moderate to high complexity task is processed and sent to a user; and

5 sending a low complexity task to a light weight server, wherein said low complex tasks is processed and set to a user.

15 15. A memory as in claim 14, including instructions for receiving and processing a set of information from said user regarding said moderate to complex tasks at
10 said heavyweight server.

16. A memory as in claim 14 wherein said instruction for processing includes performing a series of calculations and storing a result in a database.

15 17. A memory as in claim 14, including instructions for receiving and processing a set of information from said user regarding said low complexity tasks at said light weight server.

20 18. A memory as in claim 17, wherein said instruction for processing includes storing a record of said information in a database.

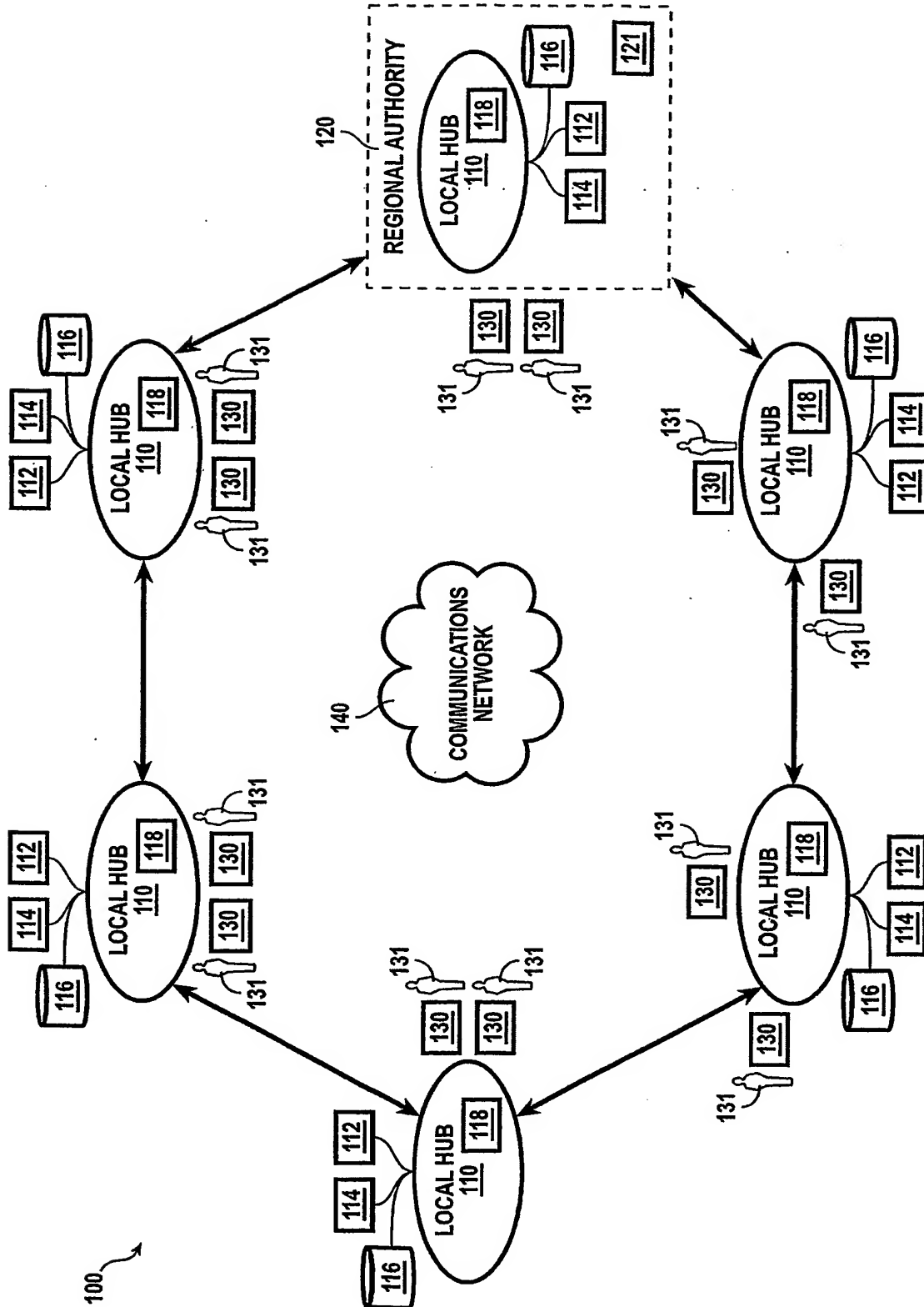


FIG. 1

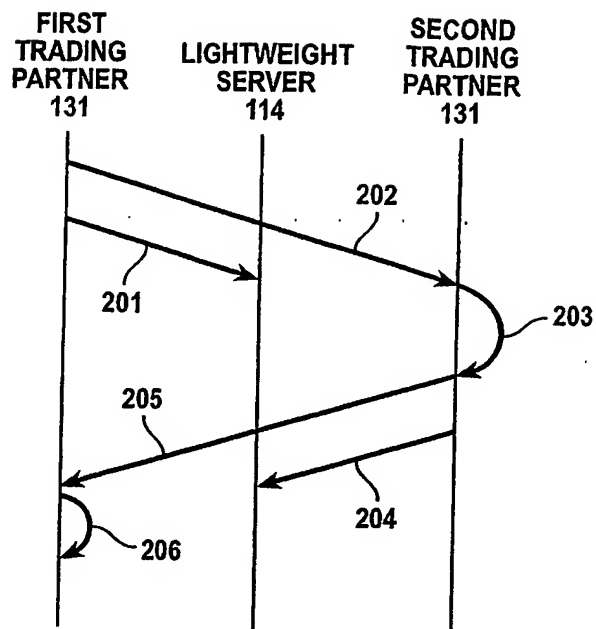


FIG. 2A

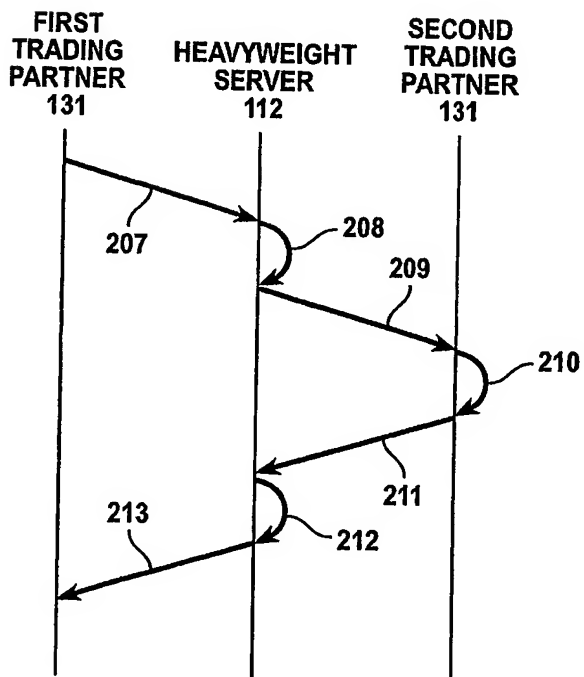


FIG. 2B

